

1 Approach

We present a novel approach to PoW difficulty scaling. We measure average time between requests and scale problem difficulty individually. Our model:

```

105 func rp_scale_model(p Param) Difficulty {
106     if math.Max(p.Cpu.Load, p.Cpu.Avg) < cpu_thres {
107         return ZeroDifficulty
108     }
109     if p.Local.LongMean > 2*max(p.Global.ShortMean, p.Global.LongMean) {
110         if p.Local.ShortMean > 3*p.Global.ShortMean
111             && math.Max(p.Cpu.Load, p.Cpu.Avg) < cpu_thres+20 {
112             return ZeroDifficulty
113         }
114
115         return BaseDifficulty
116     }
117     diff := *BaseDifficulty.multiply(1 + int((math.Max(p.Cpu.Avg, cpu_thres) - cpu_thres)))
118     return diff.multiply(1 + int(5*max(0, (p.Global.LongMean)/(p.Local.LongMean+1))))
119 }

```

Is compared to cpu_scaling:

```

120
121 func cpu_equal(p Param) Difficulty {
122     if p.Cpu.Avg < cpu_thres-30 {
123         return ZeroDifficulty
124     }
125     return *BaseDifficulty.multiply(1 + 4*int((math.Max(p.Cpu.Avg, cpu_thres)-cpu_thres)))
126 }

```

2 Results

Table 0.1. No protection

Prot. model	Pop. size	Attackers		Legitimate users		Mobile devices	
		Solving	Service	Solving	Service	Solving	Service
None	120x7	0.57±0.02	19861.19±375.23	0.48±0.05	19965.45±1286.18	16.87±7.64	20800.60±3202.62

Table 0.2. Results from Server Flooding

Prot. model	Pop. size	Attackers		Legitimate users		Mobile devices	
		Solving	Service	Solving	Service	Solving	Service
PoW	17x4	1266±9	1794±12	3129±98	3652±99	31959±4576	32488±4556
RB-PoW	17x4	1875±43	2312±43	267±13	582±22	2975±1031	3469±1103

2.1 Mitigation against Server Draining

Table 0.3. Results from Server Draining

Prot. model	Pop. size	Attackers	Service	Legitimate users		Mobile devices	
		Solving		Solving	Service	Solving	Service
PoW	12x40	12700 \pm 199	14377 \pm 210	2616 \pm 119	3707 \pm 145	59119 \pm 14150	61005 \pm 14175
RB-PoW	12x40	14615 \pm 380	15371 \pm 383	4555 \pm 332	5206 \pm 345	29940 \pm 13426	30753 \pm 13490